

L Number	Hits	Search Text	DB	Time stamp
1	2	("6529210").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 14:13
2	2	("6040840").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 14:13
-	165494	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:01
-	525727	(sens\$5 or detect\$3 or reciev\$3 or respon\$4 or react\$4) near2 (force or pressure or strain)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:33
-	1966824	display or crt or monitor	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:14
-	18132	joystick	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:24
-	47513	(hand or handheld or manual or game) with controller	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:25
-	136134	(computer or simulator or game or handheld) with (controller or joystick or (input adj1 device))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:36
-	69302	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (display or crt or monitor)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:28
-	4262	((463/36-38) or (345/156,157,159,160,161,184)).CCLS.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:32
-	173346	joystick or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device))) or (((463/36-38) or (345/156,157,159,160,161,184)).CCLS.) (((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (display or crt or monitor)) and (joystick or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device))) or (((463/36-38) or (345/156,157,159,160,161,184)).CCLS.)) and ((sens\$5 or detect\$3 or reciev\$3 or respon\$4 or react\$4) near2 (force or pressure or strain))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:32
-	2046	((joystick) or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device)))) same ((sens\$5 or detect\$3 or reciev\$3 or respon\$4 or react\$4) near2 (force or pressure or strain))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:33
-	3383	((joystick) or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device)))) same ((sens\$5 or detect\$3 or reciev\$3 or respon\$4 or react\$4) near2 (force or pressure or strain))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:36

-	554	((((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (display or crt or monitor)) and (((joystick) or ((hand or handheld or manual or game) with controller) or ((computer or simulator or game or handheld) with (controller or joystick or (input adj1 device)))) same ((sens\$5 or detect\$3 or reciev\$3 or respon\$4 or react\$4) near2 (force or pressure or strain))) ("4850591" "5510812" "5551693" "5624117" "5999084" "6135886" "6217444" "6343991" "6344791").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 10:58
-	9	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (deform or deformation)	USPAT	2003/12/12 11:14
-	6729	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and (deform or deformation)	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 11:26
-	1900	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and ((deform or deformation) with (surface or object or lumen or skin or shell))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 11:27
-	40	((computer or electronic or video) with game) or (simulation or simulator) or (virtual adj1 reality)) and ((deform or deformation) with (clay or soil or wax or pottery))	USPAT; US-PGPUB; EPO; JPO; DERWENT	2003/12/12 13:13